

Local Policies, Rules & Regulations



North Kitsap Little League

2020 Edition



North Kitsap Little League *Local Policies, Rules & Regulations – 2020*

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Summary of Changes for 2020

1. Reflects the Merger of North Kitsap American Little League and North Kitsap National Little League.
2. Adds American and National Divisions to AAA and Major level baseball.
3. Change of the term “Division” to separate T-Ball, Machine Pitch A, Machine Pitch AA, AAA, etc. to the term “Levels.”
4. Took out provisions requiring two volunteers from each AAA and above team to attend an umpire clinic. In addition, removed the provision that gives priority to teams that sends volunteers to an umpire clinic.
5. Added pre- and post-game field prep responsibilities.
6. Specifies that the AAA-level special games tournament brackets will be based on random seeding.
7. Adopts the rule application concerning the stealing and relaying of signs in the note of Rule 9.01(d) for all levels of play (this is an update to the Little League Rules that replaces an identical NKLL Local Rule from previous seasons).
8. Various administrative changes throughout.

Leagues

Beginning in 2020, North Kitsap American and North Kitsap National Little Leagues will be merged into one league, North Kitsap Little League. AAA Baseball and Major Baseball levels will be split into two divisions; American Division and National Division for regular season play.

Player Ages

A player’s eligibility for a particular level is governed by the player’s “League Age”, as defined in the 2020 Little League Baseball (Softball) Official Regulations, Section IV. League age is based on the birth month and year of the player. For 2020, the method for determining league age differs slightly for baseball players and softball players. Charts for determining league age for baseball and softball are included as Enclosure (3) and (4) to these local rules. A more complete description of the 2020 league-age rules can be found at: <https://www.littleleague.org/play-little-league/determine-league-age/>. For T-ball players, the baseball chart is used. In these local rules, the term “age” shall refer to league age unless otherwise specified.

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Levels

All levels of play will be conducted in accordance with the 2020 Little League Baseball/Softball Rules and Regulations including amendments (hereafter referred to as the “Playing Rules”). The North Kitsap Little League Board of Directors (hereafter referred to as the “Board”) on a case-by-case basis may adjust age ranges shown below if the player’s parents make a petition to the Board.

Junior and Senior

The Junior baseball level is available for players age 13 to 14, while the Senior baseball level is available for players age 14 to 16. The Senior softball level is for players age 13 to 16. Because of a limited number of players, North Kitsap does not have a separate Junior level for softball. There have not been sufficient numbers of players to split into both Junior and Senior levels. Games are played between North Kitsap teams and those from adjoining leagues. A list of pool players will be maintained by the Player Agent for availability in these leagues, in accordance with the procedure specified in the 2020 Playing Rules. These levels are not played under a split-divisional format due to a limited number of participating players.

Intermediate (50/70)

The Intermediate (50/70) level for baseball is available for players age 11 through 13. Players age 11 & 12 are encouraged to also participate in the Majors League Baseball level. The Intermediate level is played on a field with a pitching distance of 50 feet and base paths that are 70 feet. Games are played between North Kitsap teams and those from adjoining leagues and districts. A list of pool players will be maintained by the Player Agent for availability in these leagues, in accordance with the procedure specified in the 2020 Playing Rules. These levels are not played under a split-divisional format due to a limited number of participating players.

Majors

The Majors level of baseball is available and will be played in accordance with the 2020 Playing Rules. The baseball teams at this level will be split equally into two divisions: the American Division and the National Division. This level will utilize divisional play in accordance with the playing rules. The softball teams at this level are not organized under a split-divisional format due to a limited number of participating players. A list of pool players will be maintained by the Player Agent for availability in these leagues, in accordance with the procedure specified in the 2020 Playing Rules. For Majors Baseball, pool players are available to participate in either division.

Minors

The Minor League levels of baseball and softball are available for players age 6 through 12. Because of the large age range of players involved, the Minor levels are further divided. Minor A Baseball is a machine-pitch level available for players aged 6, 7 and 8. Players age 6 may participate in this level if they have played T-ball for one year. Minor AA Baseball is a machine-pitch level available for players aged 8 through 10. Minor AA Softball is a machine -pitch level available for players aged 7 through 10. Players age 6 may participate in this level if they have played Tee Ball for one year. Minor AAA Baseball and Softball are player-pitch levels available for players aged 8 through 12. Minor AAA Baseball is further split into two equal divisions: the American Division and the National Division. This level will utilize divisional play in accordance with the playing rules. The AAA softball teams are not organized under a

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split-divisional format due to a limited number of participating players. Machine-pitch teams are not organized under a split-divisional format due to the instructional nature of these levels, and the desire to group players by parent preferences. When a local level is referred to as Minor A, Double A Baseball, Triple A etc. it refers to the Minor level. The Minor League levels are considered developmental and non-competitive.

Tee Ball

The Tee Ball level of baseball is available for players age 4 through 6. League age 6 players are given the option to either play Tee Ball or Minor A Baseball. However, they must choose only one level. Tee Ball teams are not organized under a split-divisional format due to the instructional nature of this level, and the desire to group players by parent preferences.

Challenger

NKLL operates a Challenger level in accordance with the Little League Rules.

Draft System

The Draft

The draft procedure for Senior, Junior, Intermediates, Majors, and Minor AAA levels shall be conducted as follows:

1. Players must participate in at least one half of the scheduled tryouts to be eligible for the draft.
2. Players shall never be told the position in which they were drafted.

Senior Baseball

The Senior Baseball draft shall be conducted as noted above with the following additions and exceptions:

1. League age 14 through 16 year olds are eligible to be drafted. At the end of the regular season, all teams will be dissolved and all players will re-enter the draft pool.
2. For a registered player who did not attend at least 50% of the skills assessments: This player MAY be selected in the draft if one of the following 2 (two) conditions is met. Under both conditions, the player agent and Managers shall make every effort to ensure that all Managers understand the skills of that player.
 - a. An excuse for missing the skills assessment is approved by the board of Directors prior to the start of the draft.
 - b. The player is league age 15 or 16. Like all 15- or 16-year-old players, that player must be selected in the Senior draft unless an exception is approved by the League board of directors and the player's parents.
3. Plan B as outlined in the Little League Operating Manual, 2020 edition shall be used.
4. Draft order: As outlined in Plan B in the Little League Operating Manual, 2020 edition shall be used.

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Junior Baseball

The Junior Baseball draft shall be conducted as noted above with the following additions and exceptions:

1. League age 13 through 14 year olds are eligible to be drafted. A waiver may be requested for players who are league-age 15 to participate in Junior Baseball. At the end of the regular season, all teams will be dissolved and all players will re-enter the draft pool.
2. For a registered player who did not attend at least 50% of the skills assessments: This player MAY be selected in the draft if one of the following 2 (two) conditions is met. Under both conditions, the player agent and Managers shall make every effort to ensure that all Managers understand the skills of that player.
 - a. An excuse for missing the skills assessment is approved by the board of Directors prior to the start of the draft.
 - b. The player is league age 14. Like all 14-year-old players who have not been selected to a Senior team, that player must be selected in the Junior draft unless an exception is approved by the League board of directors and the player's parents.
3. Plan B as outlined in the Little League Operating Manual, 2020 edition shall be used.
4. Draft order: As outlined in Plan B in the Little League Operating Manual, 2020 edition shall be used.

Intermediate Baseball

The Intermediate Baseball draft shall be conducted as noted above with the following additions and exceptions:

1. League age 11 through 13 year olds are eligible to be drafted. At the end of the regular season, all teams will be dissolved and all players will re-enter the draft pool.
2. For a registered player who did not attend at least 50% of the skills assessments: This player MAY be selected in the draft if one of the following 2 (two) conditions is met. Under both conditions, the player agent and Managers shall make every effort to ensure that all Managers understand the skills of that player.
 1. An excuse for missing the skills assessment is presented to the league board of Directors prior to the start of the draft.
 2. The player is league age 13. Like all 13-year-old players who have not been selected to a Junior team, that player must be selected in the Intermediate draft unless an exception is approved by the League board of directors and the player's parents.
3. Plan B as outlined in the Little League Operating Manual, 2020 edition shall be used.
4. Draft order: As outlined in Plan B in the Little League Operating Manual, 2020 edition shall be used.

Majors Baseball and Softball

The Majors Baseball draft process shall be conducted as described in Enclosure (1).

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Minor AAA Level Baseball and Softball

The Minor Baseball and Softball draft process shall be conducted as described in Enclosure (2).

Minor AA Level Baseball and Softball

Following the Minor AAA Baseball/Softball draft, the remaining available players will be placed upon teams in the AA Level program. Players are placed on teams based upon school attended and home neighborhoods as much as possible.

1. League age 8, 9, and 10 year olds are eligible to play in this program. League age 6 and 7 year old players may participate in this program if they have played one year of T-ball, and if a baseball/softball Minor A level is not available.
2. At the conclusion of each year, teams are dissolved and players are all placed back into the draft pool.

Minor A Level Baseball and Softball

Following the Minor AAA Baseball/Softball draft, the remaining available players will be placed upon teams in the A Level program. Players are placed on teams based upon school attended and home neighborhoods as much as possible.

1. League age 6, 7 and 8-year olds are eligible to play in this program. League age 6-year olds may participate in this level provided they have played one year of T-Ball.
2. At the conclusion of each year, teams are dissolved and players are all placed back into the draft pool.

Tee Ball

Players are placed on teams based upon school attended and home neighborhoods to the greatest extent possible.

1. League age 4, 5, 6 and 7 year olds are eligible to play in this program (typically 7-year olds will be placed in the Minor A level).
2. At the conclusion of each year, teams are dissolved and players are all placed back into the selection pool.

Calling up Players from Minor Teams

When a player is lost to a team during the playing season for any of the following reasons:

1. He/She moves to another city or state too distant to commute for practice and play.
2. He/She is injured and will not be able to return to play within a reasonable period of time.
3. He/She has for personal reasons decided to terminate his/her association with the team.
4. Any other justifiable reason reviewed and approved by the Board of Directors.

The manager of the team losing a player shall promptly advise the Player Agent. The Player Agent shall advise the President and the Board. If the loss of player is approved, the President will send a letter of release to the player and the parents stating player is released from the Majors team and/or the league for a justifiable reason. This action creates a legal opening for a replacement on the team roster.

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The manager shall review the available player list with the Player Agent. The Player Agent may select a replacement player for that team within two weeks of the notification to the Player Agent. Available players must have met the requirements for eligibility to participate in the preseason draft. The replacement becomes a permanent member of the team.

Replacements from the Minor league during the last two weeks of the Minor AAA league schedule will not be allowed. This also applies to transferring players from the AA Level to the AAA Level. However, following the conclusion of the AA Level season players may be brought up to the AAA Level to fill an opening.

All Star Teams

Criteria for Selection

The criteria for selection are 1) Eligibility 2) Availability and 3) Ability.

Eligibility refers to:

- Age
- Participation in at least sixty (60) percent of the regular season (as of the date the Tournament Teams are announced) games. If a separate all-star team is formed for both the American and National League divisions of NKLL, then players are only eligible to vote for and participate in the all-star team for their division.
- Residence (or a letter from Regional Headquarters specifically noting the eligibility of that player).

Availability refers to whether the candidate will be able to practice and play with the team. Will the player be away on vacation during practices or games? If so, the league may disqualify the player from consideration.

Ability is determined solely by those making the selections.

Rules Applicable to All Little League All-Star Divisions

The Board shall determine the number of all-star teams for each Division.

The Board shall approve all All-star rosters.

The All-Star teams will consist of and be limited to a minimum of twelve (12) and a maximum of fourteen (14) players, one manager and a maximum of two (2) coaches. Any exceptions to the number of players on the roster shall be approved by a vote by the Board. The selection process will be composed of three phases.

The President and or a designated Board member will oversee the selection processes. The idea behind these processes is to stimulate open, honest discussion from the managers, and to allow the best players to be placed on an All-star roster.

Managers and Coaches

Tournament teams are allowed one manager and up to two coaches on the official Tournament Affidavit. Additional coaches are encouraged for practices but they will not be allowed in the dugout during tournament play.

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The manager and coaches, where possible, must have been a manager or coach in that Division of the league during the regular season. The Board of Directors will select the All-Star Team managers before the end of May. The managers are then asked to nominate his/her coaches for consideration by the Board. The Board will then either ratify the coach selections or ask the manager to submit another nominee.

Senior/Junior Baseball and Softball Selection Process

1. Regular Season Managers Selection Process:

Each Manager, or designated coach, from each Division team chooses players through a voting process.

Round 1: Each team manager nominates players from their own team that they firmly believe is an all-star caliber player. *Note: the manager has the option to put their entire roster up or none of their roster, hopefully somewhere between.* All nominations go onto whiteboard for voting by managers. Each team manager will have 6 votes to cast. *Note: No more than one vote may be cast per player per manager.* The top 4 vote getters (or minimum vote-getters to make a 10-person roster, whichever is fewer) are placed on the team roster. If a tie occurs for the last spot, the managers will revote on the tied players.

Round 2: Managers add additional names to whiteboard from any team. *Note: names remaining from Round 1 remain on whiteboard.* Again, each manager has 6 votes. All vote again. The number of players needed to make an 8-person roster is placed on the team roster. If a tie occurs for the last spot, the managers will revote on the tied players.

2. All-star manager selection process:

All-star manager chooses no fewer than 4 and no more than 6 of the remaining eligible players. *Note: the players do not have to be selected from the remaining names on the whiteboard.*

Intermediate Baseball Selection Process

Eligibility for Players in the Intermediate Division

- An 11 or 12-year-old player who is otherwise eligible under all conditions would be eligible for selection to the Majors or Intermediate (50-70) Division tournament team.
- A player may be selected to participate in one or more regular season games on a Majors team and/or an Intermediate (50-70) Division team. If a player participates in sixty (60) percent of the Regular Season games in each division (Majors and Intermediate (50-70) Division) as of June 15, he/she will be eligible to participate in the Majors or Intermediate (50-70) Division for tournament play.
- If a player only participates in sixty (60) percent of the Regular Season games in one division (Majors, Intermediate (50-70) Division) as of June 15, he/she is only eligible to participate with that particular division in tournament play.
- A player may only be selected to and participate on one (1) tournament team.

The selection process will occur as noted above for Senior/Junior Baseball and Softball.

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Majors, 9-10-11 and 8-9-10 Baseball Selection Process

Ten, eleven and twelve year old players who played at least sixty (60) percent of the season games in the Majors or Minor AAA level baseball are eligible for participation.

1. Player Voting Process:

AAA and Majors BB players vote for up to 8 all-stars from all eligible AAA and Majors BB players. The top four vote-getters (with ties) in each of the following three age-ranges MUST be placed onto an eligible All-Star team: 12-year olds, 11-year olds, and 8-10 year olds. The top-four vote getters (with ties) of 12-year old players automatically are placed on the Majors all-star team. *Exception: If an All-Star team is not formed in one or more of these three divisions, then the top vote-getting players for the maximum age eligible for that division do not have to be placed on an All-Star team, but can be referred to by the selection managers for other teams. For example, if no 10-11 AL All-star team is formed, then the top four vote-getters (with ties) of the 11-year old AL players do not have to be placed on a team. The top four vote getters (with ties) of the 8, 9 & 10 year old AL players would have to be placed on the 8-9-10 AL All-star team, if it exists.*

2. Regular Season Managers Selection Process – Majors All-Star Team:

Each Manager, or designated coach, from each Division team chooses players through a voting process. *Note: During this process, eligible players from the player voting may be selected (i.e., an eligible 11-year old in the Top-4 of player voting may be selected to the Majors All-star team)*

Round 1: Each team manager nominates players from their own team that they firmly believe is an all-star caliber player. *Note: the manager has the option to put their entire roster up or none of their roster, hopefully somewhere between.* All nominations go onto whiteboard for voting by managers. Each team manager will have 6 votes to cast. *Note: No more than one vote may be cast per player per manager.* The top 3 vote getters with ties (or minimum vote-getters to make a 10-person roster, whichever is fewer) are placed on the team roster.

Round 2: Managers add additional names to whiteboard from any team. *Note: names remaining from Round 1 remain on whiteboard.* Again, each manager has 6 votes. All vote again. The number of players needed to make a 10-person roster is placed on the team roster. If a tie occurs for the last spot, the managers will revote on the tied players.

3. All-star manager selection process – Majors All-Star Team:

All-star manager chooses no fewer than 2 and no more than 4 of the remaining eligible players. *Note: Eligible players from the player voting may be selected. The players do not have to be selected from the remaining names on the whiteboard.*

4. 9-10-11 All-star Team Selection Process:

Any remaining 11-year old players in the top-4 (with ties) of player voting are placed on the 9-10-11 all-star team. The regular-season and All-star manager selection process then proceeds as described in (2) and (3) above.

5. 8-9-10 All-star Team Selection Process:

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Any remaining 9 & 10-year old players in the top-4 (with ties) of player voting are placed on the 8-9-10 all-star team. The regular-season and All-star manager selection process then proceeds as described in (2) and (3) above.

Majors, 9-10-11 and 8-9-10 Softball Selection Process

The selection process will occur as noted above for Majors, 9-10-11 and 8-9-10 Baseball. Typically, the league will receive permission from the District to play a combined National League / American League all-star team at each level.

Concession Stand Operations

Each team is responsible for assistance in the concession stand. The teams will be scheduled times when **two adult** volunteers will be expected to assist in the operation of the concession stand. Your team will be responsible for the assigned time.

The adult volunteers are not expected to run the concession, they are only asked to assist. This is primarily front counter sales. The managers are responsible for scheduling adult volunteers for their times. Volunteers are expected at least 15 minutes prior to the start of the assigned time and remain for at least 15 minutes after the shift ends.

Umpires

Umpires are needed for every level, with the exception of AA and below. Teams will play an average of two games per week. If each team commits one or more volunteer to two games per week we will have enough umpires for all of the games. Each team AAA & above will be responsible to provide an umpire for at least 4 regular-season games that do NOT include their own team to be eligible for participation in end-of-season tournaments. These games must be umpired and reported as complete to the NKLL Umpire-In-Chief no later than May 25th, 2020. Whenever possible a “League” umpire will also be scheduled for the game. “League” umpires will generally assume the Plate Umpire position and the teams’ umpire(s) will support him/her on the bases.

If not enough “League” umpires are available before the start of the scheduled games; those who are available will be scheduled to games in the following order.

- Senior Baseball and Softball
- Junior Baseball
- Intermediate Baseball
- Majors Baseball and Softball
- Minor AAA Baseball and Softball

The league provides uniforms and protective equipment in the Umpire Room in the clubhouse for volunteer umpires. Please return it after you are done so someone else can use it. Individuals will not be assigned games at a level beyond their capabilities and comfort level. The goal is to have plenty of support on and off the field.

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Schedules

We try to schedule each team for two games per week. Because of the number of teams involved and school game schedules, this is not always possible. There may be weeks where you will have three games or only one. Plan your pitching accordingly. (See rainouts below.).

Rain-Outs

As surprising as it may seem, we occasionally have games canceled because of inclement weather. Information on field status will be updated on game days on the league website, www.nkll.org. If a game is rained-out ***the managers of the affected teams*** are responsible for notifying the Scheduling Coordinator (scheduling@nkll.com) to get a new game date. The Scheduling Coordinator will try to avoid back-to-back games but that may not be possible.

Game Rules and Regulations

All Levels of Play

1. All players will be neat in appearance, keeping shirttails tucked in when on the field on offense and defense.
2. No player, manager, or coach shall have food or gum in the dugout or on the field.
3. Pre-Game:

The home team will prep the field: chalking the foul lines, batter's boxes and coach's boxes using the line and chalk provided. In order to keep the dust down, the field may also need to be watered down before the start of the game. There are hoses and spigots available at each field.

The traditional pre-game warm-up on the playing field is allowed provided the game starts on time. The Home team shall warm-up for no more than 10 minutes followed by the Visitor team. Warm-ups shall be complete no later than 5 minutes prior to the scheduled start time when the managers of both teams will meet with the umpire(s) at home plate.

The pre-game meeting with the umpire(s) shall take place at home plate without players on the field. Managers shall bring a properly filled out lineup card for the plate umpire to the meeting. Be prepared to identify any players who are ineligible to pitch in the game.

4. Time limits: The time limit for T-ball games is 1 hour, the time limit for A Baseball games is 90 minutes, the time limit for AA, AAA and Major Baseball levels is 2 hours, and the time limit for Intermediate, Junior, and Senior Baseball is 2.5 hours. The time limit for all Softball games is 2 hours unless otherwise stated in District 2 rules.

No new inning will start after the time limit has elapsed. Time will start when the umpire calls "***play***" to start the game. A new inning starts the moment the third out is made in the previous inning.

On weeknights (Sunday through Thursday), no new inning will start after the time limit has elapsed from the ***scheduled start*** of the game. **Managers, get those games started on time so the kids get as much game time as possible.**

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For weeknight games scheduled for 5:15pm on the lighted field (B-Field) that have a following game, time shall start from the scheduled start time of the game, and these games shall be concluded no later than 7:05pm, regardless of the time limit of the level. If a 5:15pm Minor game is not complete at 7:05pm, the game shall end at that time just as if it was called because of darkness. Time shall start from the actual start time for other games. All managers, coaches and league officials are encouraged to begin weeknight games as soon as possible. This will facilitate the on-time starting of the following game. Managers and coaches with teams participating in the following game shall have their teams ready to play even if it means not taking an infield warm-up.

Notes: (1) If a game is scheduled on the same field following the game in progress, Minor League games shall abide by the time limit no matter what the score or the number of innings completed. Majors, Intermediate, Junior and Senior League games must be regulation games. (2) If a Minor League game is tied when the time limit is reached and there is NOT a game scheduled on the same field following the game in progress, play shall continue until a winner is determined or until the umpires terminate play due to darkness, rain, or similar cause. In a Minor League game, if the umpires terminate play before a winner can be determined in accordance with Rule 4.10, then the game ends with the scored tied and it will not be resumed later.

5. Post-game: The visiting team will be responsible for raking and dragging the field preparing the field for the next day or the next game. Tools can be found in the bullpens.

6. On-Deck Position – **ALL** Levels Majors and below:

Rule 1.08 Note 1 states that the on-deck position is not permitted. This means that no player is allowed to pick up a bat and take practice swings anywhere. Anywhere means not in the dugout, nor in the enclosed space near the dugout, nor on the field outside the dugout. The batter will be allowed a few practice swings prior to stepping into the batter's box when it is his/her time to bat.

Rule 1.08 Note 2 is deleted. The first batter of each half-inning will **NOT** be permitted outside the dugout between half-innings. When the pitcher has completed his/her warm-up pitches the batter and base coaches are then allowed out of their dugout.

7. End-of-Season Tournaments: At the end of the regular season, a double-elimination tournament will be played for baseball and softball in the Minor AAA level and above. All teams in the applicable levels will participate unless deemed ineligible in accordance with these rules. Teams will be seeded based on total regular season winning percentage against other NKLL teams {*Note: At the AAA level, seeding will be random*}. Games played on or prior to April 12, 2020 will not count toward seeding. The seeding shall be determined based on records as of the end of all games on May 25th, 2020. In case of ties, the following tie-breakers will be applied in order to determine seeding:

1. Head-to-head record.
2. Coin flip.

8. The rule application concerning the stealing and relaying of signs in the Note of Rule 9.01(d) is adopted for all levels of play.

9. In games where the continuous batting order is used, Rule 4.04 of the Little League Baseball/Softball Rules and Regulations governs the treatment of injured players in the batting order. If a player is injured while a baserunner (or has been hit by a pitch) and must leave the game, the player who is currently last in the batting order and not currently a baserunner will be inserted as a temporary pinch-runner. For example, if the player in the #4 position in the batting order is injured sliding into second base and

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must leave the game, and the player in the #3 position is a runner on 3rd base, the player in the #2 position in the batting order would be inserted as a pinch-runner. The injured player may resume his/her spot as a runner at any time during the inning if able to resume playing. The next time through the order, players #2 and #3 would then bat in their normal position the next time through the order, and if player #4 is still injured than player #5 would follow player #3 without penalty.

T-Ball

This level of play will be conducted in accordance with the 2019 Little League Baseball Rules and Regulations

1. Each batter must hit the ball – **No Strikeouts**
2. An inning is complete when all players on the team roster have batted once.
3. The game will consist of three complete innings.
4. On defense, each team will station nine (9) defensive players in the normal fielding positions. At the manager's discretion, any remaining players may be stationed in the outfield area. The intent of this rule is to teach the players the various fielding positions and limit the congestion in the infield.
5. No score will be kept.
6. Over-Throws: On any attempted play at a base, the runner, or runners, will be permitted to advance at their own risk but not more than one base. One base will be awarded if the ball goes into a dead ball area.

Minor A Level Baseball

This level of play will be conducted in accordance with the 2020 Little League Baseball Rules and Regulations.

1. The continuous batting order as described in Rule 4.04 is used for this level. All members on the Team Roster must be included in the batting order for the entire game. The batting order may include players in whatever sequence the manager chooses. Up to (10) players may be on the field on defense. If ten (10) players are used on defense, then four (4) of them will be outfielders. Outfielders must be positioned on the outfield grass at the time of the pitch. At the time of the pitch, infielders may not be closer to the batter than three (3) feet inside of a straight line between the bases.
2. Substitution: As noted in Rule 4.04, Rule 3.03 is modified to allow **FREE** substitution as long as the mandatory play rule is met.
3. All male players must wear the metal, fiber, or plastic type protective cup in an athletic supporter or brief specifically designed to hold the protective cup. All male players must wear the protective cup during **all practices and games**.
4. Five Run Rule:

The offensive team's time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, whichever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would

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be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs.

5. Games will **NOT** be played with a ten (10) run rule (Rule 4.10 (e)). It is intended that the games continue for the full six innings (5 ½ innings if the home team is ahead) **OR** until the one and a half hour (90 minute) time limit is reached, whichever occurs first. If the score is tied at the end of six complete innings, play shall continue as prescribed in Rule 4.10 (b) except as limited by time limit as stated above.
6. Base stealing is **NOT** allowed.
7. Pitching:

Pitching will be by pitching machine.

Machine Pitch Rules:

- a. The home team provides an approved adult volunteer to pitch to both teams.
 - b. For the start of the season, the pitching machine will be set to a speed of “2” for all Minor A Baseball games. The Board will decide, with input from the Minor A Baseball managers, whether or not to modify this speed setting during the course of the season.
 - c. The adult pitcher is not allowed to touch the ball except in the delivery of pitches to the batter.
 - d. If a batted ball hits the pitching machine, or the adult pitcher it is treated the same as if it had hit the ground and the ball is alive and in play. If such ball settles or is first touched by a player in fair territory then it is a fair ball. If such ball settles or is first touched by a player in foul territory without passing first or third base, then it is a foul ball.
 - e. No walks are allowed. The batter will continue to hit until he puts the ball in play or strikes out.
 - f. If the batter receives six (6) “hittable” pitches, and the batter fails to hit the last such pitch (either fair or foul) he/she shall be called out. The umpire shall be the sole judge of whether the pitch is “hittable.” **THERE IS NO THIRD STRIKE CALLED AT THIS LEVEL.**
 - g. The defensive team’s pitcher shall take a position off the mound, lined up with the pitching rubber on either the first base or third base side. After the ball is hit, the pitcher may move anywhere.
8. Over-Throws:

On any attempted play at a base, the runner, or runners, will be permitted to advance at their own risk but not more than one base. If a runner is put out in an attempt to advance the one base, the put out will stand. One base will be awarded if the ball goes into a dead ball area.
 9. After three and a half innings have been played, if any team begins a half-inning at-bat trailing by 15 runs or more, then the following rule will be in effect: The trailing team shall continue batting in this half-inning until 1) the entire lineup has had at least one plate appearance in that half-inning or 2) Five (5) runs have been scored in that half-inning. The trailing team shall be limited to no more than 5 runs per half-inning when this rule is in effect. Outs stand (i.e., a player put out returns to his/her dugout) but do not count towards the end of the inning. The half-inning shall end immediately if a 5th run is scored. The intent of this rule is to balance plate appearances and fielding chances for both teams.
 10. Rules 4.16 and 4.17 shall be amended as follows (changes in ***bold italics***):

4.16 If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be

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referred to the Board of Directors for a decision. Note: A game may not be started with less than nine (9) players on each team. ***If the two teams, combined, have at least 14 players present but one team has fewer than 7 players present, the team with greater than 7 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 7 players. If there are sufficient players, then the assignment of players shall continue until each team has 9 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.***

4.17 If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision. Note: A game may not be continued with less than nine (9) players on each team. ***If the two teams, combined, have at least 14 players present (not including any players who are injured, ill or who have been ejected from the game) but one team now has fewer than 7 players available due to injury or illness, the team with greater than 7 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 7 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.***

Minor AA Level Baseball

This level of play will be conducted in accordance with the 2020 Little League Baseball Rules and Regulations.

1. The continuous batting order as described in Rule 4.04 is used for this level. All members on the Team Roster must be included in the batting order for the entire game. The batting order may include players in whatever sequence the manager chooses. Nine (9) players will be on the field on defense, with no less than three (3) of them positioned on the outfield grass at the time of the pitch. At the time of the pitch, infielders may not be closer to the batter than three (3) feet inside of a straight line between the bases.
2. Substitution: As noted in Rule 4.04, Rule 3.03 is modified to allow FREE substitution as long as the mandatory play rule is met.
3. All male players must wear the metal, fiber, or plastic type protective cup in an athletic supporter or brief specifically designed to hold the protective cup. All male players must wear the protective cup during ***all practices and games***.
4. Five Run Rule:

The offensive team's time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, whichever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs.

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5. Games will **NOT** be played with a ten (10) run rule (Rule 4.10 (e)). It is intended that the games continue for the full six innings (5 ½ innings if the home team is ahead) or until the two-hour time limit is reached, whichever occurs first. If the score is tied at the end of six complete innings, play shall continue as prescribed in Rule 4.10 (b) except as limited by the time limit as stated above.

6. Base stealing is **NOT** allowed.

7. Pitching:

Pitching will be by pitching machine.

Machine Pitch Rules:

a. The home team provides an approved adult volunteer to pitch to both teams.

b. For the start of the season, the pitching machine will be set to a speed of “4” for all Minor AA Baseball games. The Board will decide, with input from the Minor AA Baseball managers, whether or not to modify this speed setting during the course of the season.

c. The adult pitcher is not allowed to touch the ball except in the delivery of pitches to the batter.

d. If a batted ball hits the pitching machine, or the adult pitcher it is treated the same as if it had hit the ground and the ball is alive and in play. If such ball settles or is first touched by a player in fair territory, then it is a fair ball. If such ball settles or is first touched by a player in foul territory without passing first or third base, then it is a foul ball.

e. No walks are allowed. The batter will continue to hit until he puts the ball in play or strikes out.

f. If the batter receives three (3) “hittable” pitches, and the batter fails to hit the last such pitch (either fair or foul) he/she shall be called out. The umpire shall be the sole judge of whether the pitch is “hittable.”

g. The defensive team’s pitcher shall take a position off the mound, lined up with the pitching rubber on either the first base or third base side. After the ball is hit, the pitcher may move anywhere.

8. Over-Throws:

On any attempted play at a base, the runner, or runners, will be permitted to advance at their own risk but not more than one base. If a runner is put out in an attempt to advance the one base, the put out will stand. One base will be awarded if the ball goes into a dead ball area.

9. After three and a half innings have been played, if any team begins a half-inning at-bat trailing by 15 runs or more, then the following rule will be in effect: The trailing team shall continue batting in this half-inning until 1) the entire lineup has had at least one plate appearance in that half-inning or 2) Five (5) runs have been scored in that half-inning. The trailing team shall be limited to no more than 5 runs per half-inning when this rule is in effect. Outs stand (i.e., a player put out returns to his/her dugout) but do not count towards the end of the inning. The half-inning shall end immediately if a 5th run is scored. The intent of this rule is to balance plate appearances and fielding chances for both teams.

10. Rules 4.16 and 4.17 shall be amended as follows (changes in ***bold italics***):

4.16 If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. Note: A game may not be started with less than nine (9) players on each team. ***If the two teams, combined, have at least 14 players present but one team has fewer than 7 players present, the team with greater than 7 players shall assign***

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players from its roster to the other team in sufficient numbers so that each side has available at least 7 players. If there are sufficient players, then the assignment of players shall continue until each team has 9 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.

4.17 If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision. Note: A game may not be continued with less than nine (9) players on each team. *If the two teams, combined, have at least 14 players present (not including any players who are injured, ill or who have been ejected from the game) but one team now has fewer than 7 players available due to injury or illness, the team with greater than 7 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 7 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.*

Minor AA Level Softball

This level of play will be conducted in accordance with the 2020 Little League Softball Rules and Regulations.

The local rules and regulations shall be the same as for AA Level Baseball with the following exceptions and clarifications.

1. The continuous batting order as described in Rule 4.04 is used for this level. All members on the Team Roster must be included in the batting order for the entire game. The batting order may include players in whatever sequence the manager chooses. Up to (10) players may be on the field on defense. If ten (10) players are used on defense, then four (4) of them will be outfielders. Outfielders must be positioned on the outfield grass at the time of the pitch. At the time of the pitch, infielders may not be closer to the batter than three (3) feet inside of a straight line between the bases.
2. Substitution: As noted in Rule 4.04, Rule 3.03 is modified to allow **FREE** substitution as long as the mandatory play rule is met.
3. The 11” Softball will be used
4. Five Run Rule:

The offensive team’s time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, whichever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire’s judgment) determines how many runs are counted. For example, if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs.

5. Games will **NOT** be played with a ten (10) run rule (Rule 4.10 (e)). It is intended that the games continue for the full six innings (5 ½ innings if the home team is ahead) or until the two-hour time limit is reached, whichever occurs first. If the score is tied at the end of six complete innings, play shall continue as prescribed in Rule 4.10 (b) except as limited by the time limit as stated above.

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6. Base stealing is *NOT* allowed.

7. Pitching:

Pitching will be by pitching machine.

Machine Pitch Rules:

- a. The home team provides an approved adult volunteer to pitch to both teams.
- b. For the start of the season, the pitching machine will be set to a speed of “2” for all Minor AA Softball games. The Board will decide, with input from the Minor AA Softball managers, whether or not to modify this speed setting during the course of the season.
- c. The adult pitcher is not allowed to touch the ball except in the delivery of pitches to the batter.
- d. If a batted ball hits the pitching machine, or the adult pitcher it is treated the same as if it had hit the ground and the ball is alive and in play. If such ball settles or is first touched by a player in fair territory, then it is a fair ball. If such ball settles or is first touched by a player in foul territory without passing first or third base, then it is a foul ball.
- e. No walks are allowed. The batter will continue to hit until he puts the ball in play or strikes out.
- f. If the batter receives six (6) “hittable” pitches, and the batter fails to hit the last such pitch (either fair or foul) he/she shall be called out. The umpire shall be the sole judge of whether the pitch is “hittable.” THERE IS NO THIRD STRIKE CALLED AT THIS LEVEL.
- g. The defensive team’s pitcher shall take a position off the mound, lined up with the pitching rubber on either the first base or third base side. After the ball is hit, the pitcher may move anywhere.

8. Over-Throws:

On any attempted play at a base, the runner, or runners, will be permitted to advance at their own risk but not more than one base. If a runner is put out in an attempt to advance the one base, the put out will stand. One base will be awarded if the ball goes into a dead ball area.

9. After three and a half innings have been played, if any team begins a half-inning at-bat trailing by 15 runs or more, then the following rule will be in effect: The trailing team shall continue batting in this half-inning until 1) the entire lineup has had at least one plate appearance in that half-inning or 2) Five (5) runs have been scored in that half-inning. The trailing team shall be limited to no more than 5 runs per half-inning when this rule is in effect. Outs stand (i.e., a player put out returns to his/her dugout) but do not count towards the end of the inning. The half-inning shall end immediately if a 5th run is scored. The intent of this rule is to balance plate appearances and fielding chances for both teams.

10. Rules 4.16 and 4.17 shall be amended as follows (changes in ***bold italics***):

4.18 If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. Note: A game may not be started with less than nine (9) players on each team. ***If the two teams, combined, have at least 14 players present but one team has fewer than 7 players present, the team with greater than 7 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 7 players. If there are sufficient players, then the assignment of players shall continue until each team has 9 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.***

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4.19 If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision. Note: A game may not be continued with less than nine (9) players on each team. ***If the two teams, combined, have at least 14 players present (not including any players who are injured, ill or who have been ejected from the game) but one team now has fewer than 7 players available due to injury or illness, the team with greater than 7 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 7 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.***

Minor AAA Level Baseball

This level of play will be conducted in accordance with the 2020 Little League Baseball Rules and Regulations. This level will be divided into two equal divisions: the American Division and the National Division.

1. The continuous batting order as described in Rule 4.04 is used for this level. All members on the Team Roster must be included in the batting order for the entire game. The batting order may include players in whatever sequence the manager chooses. Only nine (9) players will be on the field on defense.
2. Substitution: As noted in Rule 4.04, Rule 3.03 is modified to allow **FREE** substitution as long as the mandatory play rule is met.
3. All male players must wear the metal, fiber, or plastic type protective cup in an athletic supporter or brief specifically designed to hold the protective cup, during **all practices and games.**
4. **Note:** Once all other action of a play has stopped, the pitcher is in contact with the pitcher's plate in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball (behind the plate with mitt and helmet on), base runners off their bases must either attempt to advance to the next base or return to the previous base. If they do not do so they are considered to have left base early and the provisions of Rule 7.13 apply. This is **NOT** a change from the Rule Book, merely a point of emphasis.
5. Five Run Rule: The offensive team's time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, whichever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example, if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs.
6. Games will **NOT** be played with a ten (10) run rule (Rule 4.10 (e)). It is intended that the games continue for the full six innings (5 ½ innings if the home team is ahead) **OR** until the two-hour time

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limit is reached, whichever occurs first. If the score is tied at the end of six complete innings, play shall continue as prescribed in Rule 4.10 (b) except as limited by the two-hour limit as stated above.

7. Pitching restrictions are noted below:
8. Pitchers age 9 through 11 may not pitch more than 75 pitches in any one-day. Pitchers age 7 or 8 may not pitch more than 50 pitches in any one-day. 12-year olds may not pitch.
9. End-of-Season Special Games: This level will participate in an end-of-season tournament. Seeding for these Special Games will be conducted by a random draw.
10. Interleague Play: All interleague games shall be played in accordance with the 2020 Little League Baseball Rules and Regulations and WA District 2 inter-league rules and regulations. Any situations not covered by these rules will be governed by the local rules of the home team.
11. It is not permitted to intentionally walk a batter with the bases loaded when the team has scored 4 runs in that inning. This is intended to prevent teams from using intentional walks coupled with the 5-run rule to limit the opposing team's chances to score late in games.
12. Managers will keep accurate records of pitch counts and corresponding rest requirements in accordance with Regulation VI of the Little League Baseball Rules and Regulations. Pitch counts will be logged in each team's scorebook for reference. The official game scorekeeper (typically the home team's book) will be the final authority on each player's pitch count.
13. Rule 6.02(c) of the Little League Baseball Rules, governing when the batter must keep one foot in the batter's box, is adopted for this level.
14. Rules 4.16 and 4.17 shall be amended as follows:
 - 4.16 If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. Note: A game may not be started with less than nine (9) players on each team. ***If the two teams, combined, have at least 16 players present but one team has fewer than 8 players present, the team with greater than 8 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 8 players. If there are sufficient players, then the assignment of players shall continue until each team has 9 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.***
 - 4.17 If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision. Note: A game may not be continued with less than nine (9) players on each team. ***If the two teams, combined, have at least 16 players present (not including any players who are injured, ill or who have been ejected from the game) but one team now has fewer than 9 players available due to injury or illness, the team with greater than 8 players will assign players from its roster to the other team in sufficient numbers so that each side has available at least 8 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.***

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Minor AAA Level Softball

This level of play will be conducted in accordance with the 2020 Little League Softball Rules and Regulations and Washington District 2 Guidelines for Interleague Softball. All games (even games between North Kitsap teams) will follow the District 2 Guidelines. Any situations not covered by these rules will be governed by the local rules of the home team.

1. End-of-Season Tournament: This level will participate in an end-of-season tournament. Seeding for these Special Games will be conducted by a random draw.
2. During end-of-season tournaments, the following pitching rules will apply: 12-year olds may not pitch. Individual pitchers are limited to a maximum of 4 innings per game, 8 innings per day, and 12 innings per week. Delivery of a single pitch constitutes having pitched in an inning. A player who pitches 4 or more innings on one day shall observe one day of rest prior to pitching again.

Majors Baseball

This level of play will be conducted in accordance with the 2020 Little League Baseball Rules and Regulations. This level will be divided into two equal divisions: the American Division and the National Division.

1. Continuous batting order as described in rule 4.04 is used for this level. The batting order may include players in whatever sequence the Manager chooses. Only (9) nine players will be on the field on defense.
2. Substitution: As noted in Rule 4.04
3. Rule 3.03 is modified to allow FREE substitution as long as the mandatory play rule is met.
4. All male players must wear the metal, fiber, or plastic type protective cup in an athletic supporter or brief specifically designed to hold the protective cup. All male players must wear the protective cup during **all practices and games**.
5. All games will be played with the ten (10) run rule (Rule 4.10 (e)). If after the game has been played enough innings to become a regulation game and one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
6. Two (2) hour time limit:
When a game is scheduled on the same field following the game in progress, the two-hour time limit rules will apply to this level of play. However, the game must meet the requirements for a regulation game (Rules 4.10 and 4.11)
7. End-of-Season Tournament: This level will participate in an end-of-season tournament.
8. Interleague Play: All interleague games shall be played in accordance with the 2020 Little League Baseball Rules and Regulations and WA District 2 inter-league rules and regulations. Any situations not covered by these rules will be governed by the local rules of the home team.
9. Managers will keep accurate records of pitch counts and corresponding rest requirements in accordance with Regulation VI of the Little League Baseball Rules and Regulations. Pitch counts will be logged

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in each team's scorebook for reference. The official game scorekeeper (typically the home team's book) will be the final authority on each player's pitch count.

10. Rule 6.02(c) of the Little League Baseball Rules, governing when the batter must keep one foot in the batter's box, is adopted for this level.
11. For this level, NKLL has opted out of the 15-run rule (Rule 4.10(e)).
12. Pool Players will be controlled by the Player Agent. If a pool player is needed, then the player agent will be notified 24 hours prior to the game time to arrange for next player in line. Also, the players' manager will be notified.

Majors Softball

This level of play will be conducted in accordance with the 2020 Little League Softball Rules and Regulations and Washington District 2 Guidelines for Interleague Softball. All games (even games between North Kitsap teams) will follow the District 2 Guidelines. Any situations not covered by these rules will be governed by the local rules of the home team.

1. End-of-Season Tournament: This level will participate in an end-of-season tournament.
2. During end-of-season tournaments, the following pitching rules will apply: Individual pitchers are limited to a maximum of 6 innings per game, 12 innings per day, and 18 innings per week. Delivery of a single pitch constitutes having pitched in an inning. A player who pitches 6 or more innings on one day shall observe one day of rest prior to pitching again.
3. Pool Players will be controlled by the Player Agent. If a pool player is needed, then the player agent will be notified 24 hours prior to the game time to arrange for next player in line. Also, the players' manager will be notified.

Intermediate Baseball

This level of play will be conducted in accordance with the 2020 Little League Baseball Rules and Regulations. All interleague games shall be played in accordance with the 2020 Little League Baseball Rules and Regulations and WA District 2 Guidelines for Interleague Play. Any situations not covered by these rules will be governed by the local rules of the home team. Any games played against teams of other Districts shall be played in accordance with the local rules of the home team.

1. Two and half (2 1/2) hour time limit:

When a game is scheduled on the same field following the game in progress, the two and half (2 1/2) hour time limit rules will apply to this level of play. However, the game must meet the requirements for a regulation game (Rules 4.10 and 4.11)

2. No metal spikes are permitted on the pitching mound during games or practices at Snider Park, due to the construction of the artificial pitching mounds.
3. End-of-Season Tournament: This level can participate in an end-of-season tournament at the discretion of the Board. Seeding will be determined by regular season record.
4. Pool Players will be controlled by the Player Agent. If a pool player is needed, then the player agent will be notified 24 hours prior to the game time to arrange for next player in line. Also, the players' manager will be notified.

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Junior and Senior Baseball

This level of play will be conducted in accordance with the 2020 Little League Baseball Rules and Regulations. All interleague games shall be played in accordance with the 2020 Little League Baseball Rules and Regulations and WA District 2 Guidelines for Interleague Play. Any situations not covered by these rules will be governed by the local rules of the home team.

1. Two and half (2 1/2) hour time limit:

When a game is scheduled on the same field following the game in progress, the two and half (2 1/2) hour time limit rules will apply to this level of play. However, the game must meet the requirements for a regulation game (Rules 4.10 and 4.11)

2. No metal spikes are permitted on the pitching mound during games or practices at Snider Park, due to the construction of the artificial pitching mounds.
3. End-of-Season Tournament: This level can participate in an end-of-season tournament at the discretion of the Board Interleague Play. Seeding will be determined by regular season record.
4. Pool Players will be controlled by the Player Agent. If a pool player is needed, then the player agent will be notified 24 hours prior to the game time to arrange for next player in line. Also, the players' manager will be notified.

Senior Softball

This level of play will be conducted in accordance with the 2020 Little League Softball Rules and Regulations and Washington District 2 Guidelines for Interleague Softball. All games (even games between North Kitsap teams) will follow the District 2 Guidelines.

1. End-of-Season Tournament: This level can participate in an end-of-season tournament at the discretion of the Board. Seeding will be determined by regular season record.
2. Pool Players will be controlled by the Player Agent. If a pool player is needed, then the player agent will be notified 24 hours prior to the game time to arrange for next player in line. Also, the players' manager will be notified.

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Enclosure (1) – Majors Baseball and Softball Draft Process

For the 2020 season Majors level, North Kitsap Little League has adopted the Plan B draft for leagues in their first year of operation, modified as described below.

This process was developed to meet one goal: To maximize the competitive balance between the teams in this level. This process is the culmination of years of trial-and-error, experimentation, and practical results using the draft plans in the Little League Operating Policies – plans which, while we feel are well-intentioned and constructed, in our experience do not achieve our goal of maximizing competitive balance between our teams.

The process consists of conducting thorough tryouts and scoring all of the eligible players, forming teams that are as balanced as we can get them in terms of talent, and then having Managers vote for the team they want. Team re-balancing is conducted until every manager receives either their first or second choice of team. The Player Agent supervises this process to ensure that player needs are met above all else.

This process gives the league the flexibility to move players between teams. It spreads the talent evaluation out among multiple people, which prevents the limitations in talent evaluation and/or organization in any one manager from leaving us with a team that is noticeably less competitive. The result is a group of teams that is well-balanced, competitive, and that benefits both our players and our managers.

Draft Process:

1. Tryouts will be conducted in accordance with the Little League Rules with the following additions:
 - a. ALL players wishing to be considered for Majors will need to attend at least 50% of the sessions, unless an excuse is approved by the board.
 - b. Players will be ranked on a scale of 1 to 10 (10 being highest) in categories approved by the player agent (e.g., hitting, throwing).
 - c. These scores will be turned in to the board at the completion of tryouts.

2. Prior to the draft, the Board will:
 - a. Compile all recorded scores to develop average skill scores and an average total score for each player.
 - b. The player agent will establish a minimum score to be considered a Majors candidate. All league 12-year olds and any player who played Majors last year are automatically Majors candidates, regardless of score (unless there is a safety issue, as in past years). The number of Majors candidates will be used to identify the number of teams for the season (Player agent recommendation for President approval). The projected number of players per team (“target number”) and the total number of required players (e.g., 8 teams of 12 players each = 96 players) will be identified as part of this process.
 - c. The board will rank-order all majors candidates according to their aggregate average score. Ties will be broken by random selection.
 - d. An initial set of teams (A, B, C, etc.) shall be constructed by placing the majors candidates in rank-order in a serpentine fashion (e.g., A-B-C-D-D-C-B-A, and so on).
 - e. Changes will be made as-needed to prevent any team from having more than 8 players of any age, and no more than 2 players age 10 or younger. Typically, the changes will involve swapping players with similar aggregate average scores.

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- f. The player agent will then review the initial set of teams and make any changes he/she determines are necessary, to include responding to parent requests as the player agent deems appropriate. Typically, the changes will involve swapping players with similar aggregate average scores. Potential changes include:
 - i. Balancing pitching talent among the teams
 - ii. Placing players in the same division (American/National) as the previous year.
 - iii. Placing manager's children on separate teams
 - iv. Balancing potential coaches among the teams
 - v. Avoiding known conflicts between players
 - vi. Placing players together by request
 - vii. Addressing other situations as the player agent deems appropriate
- g. At this point the board will have produced a set of balanced teams each with the target number of players, but no manager has been assigned a specific team.
- h. The board will distribute the list of teams to all managers for their review prior to the draft.

3. On Draft Night:

{Note: These draft rules are intended to both ensure teams are evenly matched, and to also give the managers some choice in what team they receive. The rules should be interpreted in a flexible manner that achieves the best result possible. When there is consensus in the draft room to adjust the rules to achieve this result, and when approved by the League President and Player Agent, then the process for that particular draft shall be adjusted accordingly. }

- a. The managers will review the initial set of teams as a group and comment on the relative balance between the teams. Managers need not indicate a preference for certain teams at this point. Since average scores are being used, it is expected that no gross errors in the perceptions of individual player talent exist – however, frank and honest discussion is encouraged. The goal is a set of teams that is roughly (not exactly!) equal in terms of talent. Managers should make a concerted effort to ensure potential pitchers, catchers, and middle infielders are spread as evenly as possible among the teams. Typically, any changes will involve swapping players with similar aggregate average scores. Any changes that are made to the teams are subject to the approval of the Player Agent.
- b. When managers are satisfied with the overall balance of the teams, each manager shall submit a ballot with their name, their first-choice team, their second choice team, and any team they specifically would not want to have. Ballots shall not be discussed until all are received. Managers do not necessarily have to vote for a team that currently has their children on the roster – after teams have been formed, trades will be made as-needed to ensure that all manager's children are on that manager's team.
- c. If every manager picks a different team with his or her first choice, then that is the team each manager gets. Skip to Step (f) below.
- d. If one team is the first choice of two or more managers, or if any teams receive no first choices, then that indicates that the teams are not yet balanced. At this time, the managers will talk through why certain teams are more preferable and why other teams are not being selected. Players can be swapped among teams to even out the talent, subject to player agent approval.
- e. Repeat Steps (b) through (d) until every team is at least one manager's first or second choice, AND no manager cast his/her votes for teams that no other manager voted for. Then assign

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teams as follows (the intent of the procedure below is to ensure everyone gets either their first or second choice; the process may be modified as needed to achieve this result with the approval of the player agent):

- i. If only one manager votes for a team (with either his/her first or second choice), that manager is assigned that team.
- ii. If any remaining teams now have only one remaining manager who voted for that team (with either his/her first or second choice), that manager is assigned that team. Repeat this until either all teams have been assigned, or the remaining teams all have more than one remaining manager who placed a vote for that team.
- iii. Determine which of the remaining teams have only one remaining manager that cast a first-choice vote for it. Choose one of these teams at random. The manager that cast a first-choice vote for this team is assigned to this team.
- iv. Repeat steps (ii) and (iii) until either all teams have been assigned, or more than one manager still has the same remaining team as first choice.
- v. If two remaining managers both have the same team as first choice:
 1. If one of those managers has a second choice team that no other remaining manager selected as their first or second choice, then that manager is assigned their second choice team and the other manager gets the first choice.
 2. If both managers have a second choice team that is selected as first choice by someone else, then flip a coin to see who wins the first choice and the manager losing the coin toss will get the remaining, unselected team. If there are two such ties then the two managers who both lost the coin tosses will flip a coin to see who selects the remaining two teams. If there are three first-choice ties then the remaining teams will be assigned randomly.
- f. Once teams are assigned, then the player agent shall ensure each manager's children are moved to that manager's team, by swapping players with similar scores as-needed.
- g. Any manager may, at this point, add additional players to their roster (if any exist) that obtained a minimum tryout score for majors, and with the approval of the player agent.
- h. The player agent will make changes as-needed to prevent any team from having more than 8 players of any age, and for baseball no more than 2 players age 10 or younger. Exception:
- i. The player agent will then review the final set of teams and make any changes he/she determines are necessary. Typically, the changes will involve swapping players with similar aggregate average scores.
- j. At this point the teams are set, but trading is allowed subject to approval by the Player Agent. Retaining the competitive balance between the teams shall be the primary consideration in any proposed trade.

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Enclosure (2) – AAA Minors Baseball and Softball Draft
Process

For the 2020 season AAA Minors level, North Kitsap Little League has adopted the Plan B draft for leagues in their first year of operation, modified as follows {For a summary description of this process and the rationale behind it, please see the front matter of Enclosure (1)}:

1. Tryouts will be conducted in accordance with the Little League Rules with the following additions:
 - a. ALL players wishing to be considered for AAA will need to attend at least 50% of the sessions, unless an excuse is approved by the board.
 - b. Players will be ranked on a scale of 0 to 10 (10 being highest) in categories approved by the player agent (e.g., hitting, throwing).
 - c. These scores will be turned in to the board at the completion of tryouts.

2. Prior to the draft, the Board will:
 - a. Compile all recorded scores to develop average skill scores and an average total score for each player.
 - b. The player agent will establish a minimum score to be considered a AAA candidate. All league 11-year olds and any player who played AAA last year are automatically AAA candidates, regardless of score (unless there is a safety issue, as in past years). The number of AAA candidates will be used to identify the number of teams for the season (Player agent recommendation for President approval). The projected number of players per team (“target number”) and the total number of required players (e.g., 8 teams of 12 players each = 96 players) will be identified as part of this process.
 - c. The board will rank-order all AAA candidates not selected to a Majors team according to their aggregate average score. Ties will be broken by random selection.
 - d. An initial set of teams (A, B, C, etc.) shall be constructed by placing the candidates in rank-order in a serpentine fashion (e.g., A-B-C-D-D-C-B-A, and so on). Teams will alternate whether they are in the American Division or National Division: For example, Teams A, C, E, and G will be in the American Division while teams B, D, F, and H will be in the National Division.
 - e. Changes will be made as-needed to prevent any team from having more than 8 players of any age. Typically, the changes will involve swapping players with similar aggregate average scores.
 - f. The player agent will then review the initial set of teams and make any changes he/she determines are necessary, to include responding to parent requests as the player agent deems appropriate. Typically, the changes will involve swapping players with similar aggregate average scores. Potential changes include:
 - i. Balancing pitching talent among the teams
 - ii. Placing players in the same division (American/National) as the previous year, if applicable.
 - iii. Placing manager’s children on separate teams
 - iv. Balancing potential coaches among the teams
 - v. Avoiding known conflicts between players
 - vi. Placing players together by request
 - vii. Addressing other situations as the player agent deems appropriate

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- g. At this point the board will have produced a set of balanced teams each with the target number of players, but no manager has been assigned a specific team.
- h. The board will distribute the list of teams to all managers for their review prior to the draft.

3. On Draft Night:

{Note: These draft rules are intended to both ensure teams are evenly matched, and to also give the managers some choice in what team they receive. The rules should be interpreted in a flexible manner that achieves the best result possible. When there is consensus in the draft room to adjust the rules to achieve this result, and when approved by the League President and Players Agent, then the process for that particular draft shall be adjusted accordingly.}

- a. The managers will review the initial set of teams as a group and comment on the relative balance between the teams. Managers need not indicate a preference for certain teams at this point. Since average scores are being used it is expected that no gross errors in the perceptions of individual player talent exist – however, frank and honest discussion is encouraged. The goal is a set of teams that is roughly (not exactly!) equal in terms of talent. Managers should make a concerted effort to ensure potential pitchers, catchers, and middle infielders are spread as evenly as possible among the teams. Typically, any changes will involve swapping players with similar aggregate average scores. Any changes that are made to the teams are subject to the approval of the Player Agent.
- b. When managers are satisfied with the overall balance of the teams, each manager shall submit a ballot with their name, their first choice team, their second choice team, and any team they specifically would not want to have. Ballots shall not be discussed until all are received. Managers do not necessarily have to vote for a team that currently has their children on the roster – after teams have been formed, trades will be made as-needed to ensure that all manager’s children are on that manager’s team.
- c. If every manager picks a different team with his or her first choice, then that is the team each manager gets. Skip to Step (f) below.
- d. If one team is the first choice of two or more managers, or if any teams receive no first choices, then that indicates that the teams are not yet balanced. At this time, the managers will talk through why certain teams are more preferable and why other teams are not being selected. Players can be swapped among teams to even out the talent, subject to player agent approval.
- e. Repeat Steps (b) through (d) until every team is at least one manager’s first or second choice, AND no manager cast his/her votes for teams that no other manager voted for. Then assign teams as follows (the intent of the procedure below is to ensure everyone gets either their first or second choice; the process may be modified as needed to achieve this result with the approval of the player agent):
 - i. If only one manager votes for a team (with either his/her first or second choice), that manager is assigned that team.
 - ii. If any remaining teams now have only one remaining manager who voted for that team (with either his/her first or second choice), that manager is assigned that team. Repeat this until either all teams have been assigned, or the remaining teams all have more than one remaining manager who placed a vote for that team.

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- iii. Determine which of the remaining teams have only one remaining manager that cast a first-choice vote for it. Choose one of these teams at random. The manager that cast a first-choice vote for this team is assigned to this team.
- iv. Repeat steps (ii) and (iii) until either all teams have been assigned, or more than one manager still has the same remaining team as first choice.
- v. If two remaining managers both have the same team as first choice:
 - 1. If one of those managers has a second choice team that no other remaining manager selected as their first or second choice, then that manager is assigned their second choice team and the other manager gets the first choice.
 - 2. If both managers have a second choice team that is selected as first choice by someone else, then flip a coin to see who wins the first choice and the manager losing the coin toss will get the remaining, unselected team. If there are two such ties then the two managers who both lost the coin tosses will flip a coin to see who selects the remaining two teams. If there are three first-choice ties then the remaining teams will be assigned randomly.
- f. Once teams are assigned, then the player agent shall ensure each manager's children are moved to that manager's team, by swapping players with similar scores as-needed.
- g. Any manager may, at this point, add additional players to their roster (if any exist) that obtained a minimum tryout score for majors, and with the approval of the player agent.
- h. The player agent will make changes as-needed to prevent any team from having more than 8 players of any age.
- i. The player agent will then review the final set of teams and make any changes he/she determines are necessary. Typically, the changes will involve swapping players with similar aggregate average scores.
- j. At this point the teams are set, but trading is allowed subject to approval by the Player Agent. Retaining the competitive balance between the teams shall be the primary consideration in any proposed trade.

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Enclosure (3) – 2020 Baseball League Ages

**2020 Little League® Age Chart
 FOR BASEBALL DIVISION ONLY**

Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	4
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	5
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	6
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	7
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	8
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	9
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	10
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	11
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	12
2007	2007	2007	2007	2007	2007	2007	2007	2006	2006	2006	2006	13
2006	2006	2006	2006	2006	2006	2006	2006	2005	2005	2005	2005	14
2005	2005	2005	2005	2005	2005	2005	2005	2004	2004	2004	2004	15
2004	2004	2004	2004	2004	2004	2004	2004	2003	2003	2003	2003	16

NOTE: This age chart is for **BASEBALL LEVELS ONLY.**

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Enclosure (4) – 2020 Softball League Ages

**2020 Little League® Age Chart
 FOR SOFTBALL DIVISION ONLY**

Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	4
2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	5
2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	6
2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	7
2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	8
2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	9
2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	10
2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	11
2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	12
2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	13
2005	2005	2005	2005	2005	2005	2005	2005	2005	2005	2005	2005	14
2004	2004	2004	2004	2004	2004	2004	2004	2004	2004	2004	2004	15
2003	2003	2003	2003	2003	2003	2003	2003	2003	2003	2003	2003	16

NOTE: This age chart is for **SOFTBALL DIVISIONS ONLY**, and only for 2020.

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Enclosure (5) – 2020 Challenger Level Ages

**2020 Little League® Age Chart
 FOR LITTLE LEAGUE CHALLENGER DIVISIONS® ONLY**

Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	4
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	5
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	6
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	7
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	8
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	9
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	10
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	11
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	12
2007	2007	2007	2007	2007	2007	2007	2007	2006	2006	2006	2006	13
2006	2006	2006	2006	2006	2006	2006	2006	2005	2005	2005	2005	14
2005	2005	2005	2005	2005	2005	2005	2005	2004	2004	2004	2004	15
2004	2004	2004	2004	2004	2004	2004	2004	2003	2003	2003	2003	16

Participants born prior to September 2005 are eligible for participation in the Senior League Challenger Division.